



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0021925771** | File Number: **CPR-118231** | Submit Date: **04/01/2011** | Call Sign: **WKRC-TV** | Facility ID: **11289** |

City: **CINCINNATI** | State: **OH**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:

**04/01/2011** | Filing Status: **Active**

Report reflects information for : **First Quarter of 2011**

General Information

| Section     | Question   | Response |
|-------------|--|----------|
| Attachments | Are attachments (other than associated schedules) being filed with this application? |          |

**Applicant  
Information**

**Applicant Name, Type, and Contact Information**

| Applicant | Address | Phone | Email | Applicant Type |
|-----------|---------|-------|-------|----------------|
|-----------|---------|-------|-------|----------------|

Contact  
Representatives  
(0)

| Contact Name | Address | Phone | Email | Contact Type |
|--------------|---------|-------|-------|--------------|
|--------------|---------|-------|-------|--------------|

Children's  
Television  
Information

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | CBS                 |
|              | Nielsen DMA           | Cincinnati          |
|              | Web Home Page Address | www.local12.com     |

Digital Core  
Programming

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 3.0      |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream  | 168.0    |
| State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:  | 3.0      |
| Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?  | Yes      |
| Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams? | Yes      |

Digital Core  
Programs(20)

| Digital Core<br>Program (1<br>of 20)   | Response   |
|--|--|
| Program Title  | DOODLEBOPS ROCKIN' ROAD SHOW - I   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday 10:00am-10:30am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 5  |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 3 years to 8 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core Program (2 of 20)   | Response   |
|--|--|
| Program Title  | DOODLEBOPS ROCKIN' ROAD SHOW - II (main programming stream)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday 10:30am-11:00am   |
| Total times aired at regularly scheduled time  | 5  |
| Total times aired  |  |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 3 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (3 of 20) | Response |
|--------------------------------|----------|
|--------------------------------|----------|

|   |  |
|---|--|
| Program Title   | SABRINA'S SECRET LIFE (main programming stream)  |
| Origination   | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Saturday 11:00am-11:30am   |
| Total times<br>aired at<br>regularly<br>scheduled time  | 5  |
| Total times<br>aired  |  |
| Number of<br>Preemptions  | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking News   |  |
| Number of<br>Preemptions<br>Rescheduled   |  |
| Length of<br>Program  | 30 mins  |
| Age of Target<br>Child Audience   | 7 years to 12 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | This animated series follows the early-teen Sabrina, who is half human and half witch, as she struggles with the age-appropriate conflicts and problems. Sabrina serves as a role model intended to help pre-teen viewers to understand many of the social issues they confront in their day-to-day lives. Sabrina models positive character traits for viewers, combining self-assurance and uncertainty, self-reliance, competence, and a willingness to learn from her mistakes. The program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                    | Yes  |

| Digital Core<br>Program (4 of<br>20) | Response   |
|--------------------------------------|--|
| Program Title                        | SABRINA: THE ANIMATED SERIES (main programming stream) |
| Origination                          | Network  |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday 11:30am-12:00pm  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 5   |
| Total times<br>aired   |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking News  |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child Audience  | 7 years to 12 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The animated series, "Sabrina," involves the adventures of a modern, early adolescent girl who is part human and part witch. Sabrina has magical powers that must be kept a secret and also under control. While Sabrina is not your typical girl, the familial, social, peer-group, and school-related issues she experiences all serve as educational and instructional life-lessons for viewers, as they reflect many of the same learning experiences and teenage challenges faced by children today. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                       | Yes   |

| Digital Core<br>Program (5<br>of 20)            | Response   |
|---|--|
| Program Title                                   | BUSYTOWN MYSTERIES - I (main programming stream) |
| Origination                                     | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sunday 7:00am - 7:30 am                          |



|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 5   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 3 years to 7 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (6 of 20)         | Response  |
|--|---|
| Program Title                          | BUSYTOWN MYSTERIES - II (main programming stream) |
| Origination                            | Network   |
| Days/Times Program Regularly Scheduled | Sunday 7:30am-8:00am                              |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 5   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 3 years to 7 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (7 of 20)         | Response                         |
|--|----------------------------------|
| Program Title                          | TROLLZ (main programming stream) |
| Origination                            | Network                          |
| Days/Times Program Regularly Scheduled | Saturday 11:30am-12:00pm         |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 6   |
| Total times aired  | 8   |
| Number of Preemptions  | 2   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 2   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 8 years to 12 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | TROLLZ is an animated series about five teenage girls growing up in a magic and colorful world, who live by the credo B.F.F.L. - Best Friends for Life. The magic in their lives is interwoven into real-world type experiences through which they learn to engage in problem solving, creative thinking, and cooperative strategy skills. The series also provides an opportunity for the five girls to learn how to cope with some of the social and emotional issues of self-esteem relating to physical features and other personal attributes, emerging friendships and peer-group relationships, and other experiences found in Trollzopolis. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

**Digital Preemption Programs #1**

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | TROLLZ (main programming stream) |
| List date and time rescheduled   | March 13 8:00am-8:30am           |
| Is the rescheduled date the second home?   | No                               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   |                                  |
| Episode #  | March 12 / 8006R                 |

|                       |        |
|-----------------------|--------|
| Reason for Preemption | Sports |
|-----------------------|--------|

Digital Preemption Programs #2

| Questions  | Response                         |
|--|----------------------------------|
| Title of Program   | TROLLZ (main programming stream) |
| List date and time rescheduled   | Feb 20 8:30am-9:00am             |
| Is the rescheduled date the second home?   | No                               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                              |
| Date Preempted   |                                  |
| Episode #  | Feb 12/8002R                     |
| Reason for Preemption  | Sports                           |

| Digital Core Program (8 of 20)                     | Response                                |
|--|---|
| Program Title                                      | HORSELAND - I (main programming stream) |
| Origination  | Network                                 |
| Days/Times Program Regularly Scheduled             | Sunday 7:00am-7:30am                    |
| Total times aired at regularly scheduled time      | 8                                       |
| Total times aired                                  |   |
| Number of Preemptions                              | 0                                       |
| Number of Preemptions for other than Breaking News |   |
| Number of Preemptions Rescheduled                  |   |
| Length of Program                                  | 30 mins                                 |
| Age of Target Child Audience                       | 9 years to 11 years                     |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (9 of 20)                     | Response                                 |
|--|--|
| Program Title                                      | HORSELAND - II (main programming stream) |
| Origination  | Network                                  |
| Days/Times Program Regularly Scheduled             | Sunday 7:30am-8:00am                     |
| Total times aired at regularly scheduled time      | 8  |
| Total times aired                                  |  |
| Number of Preemptions                              | 0  |
| Number of Preemptions for other than Breaking News |  |
| Number of Preemptions Rescheduled                  |  |
| Length of Program                                  | 30 mins                                  |
| Age of Target Child Audience                       | 9 years to 11 years                      |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (10 of 20)                    | Response   |
|--|--|
| Program Title                                      | Busytown Mysteries - I (main programming stream) |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled             | Saturday 10:00am-10:30am                         |
| Total times aired at regularly scheduled time      | 7  |
| Total times aired                                  | 8  |
| Number of Preemptions                              | 1  |
| Number of Preemptions for other than Breaking News |  |
| Number of Preemptions Rescheduled                  | 1  |
| Length of Program                                  | 30 mins  |
| Age of Target Child Audience                       | 3 years to 7 years                               |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

Digital Preemption Programs #1

| Questions  | Response   |
|--|--|
| Title of Program   | Busytown Mysteries - I (main programming stream) |
| List date and time rescheduled   | Feb 13 8:00am-8:30am                             |
| Is the rescheduled date the second home?   | No   |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes  |
| Date Preempted   |  |
| Episode #  | Feb 12 1809R                                     |
| Reason for Preemption  | Sports   |

| Digital Core Program (11 of 20)               | Response  |
|---|---|
| Program Title                                 | BUSYTOWN MYSTERIES - II (main programming stream) |
| Origination                                   | Network   |
| Days/Times Program Regularly Scheduled        | Saturday 10:30am-11:00am                          |
| Total times aired at regularly scheduled time | 7   |
| Total times aired                             | 8   |
| Number of Preemptions                         | 1   |

|  |   |
|--|---|
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 3 years to 7 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

Digital Preemption Programs #1

| Questions  | Response  |
|--|---|
| Title of Program   | BUSYTOWN MYSTERIES - II (main programming stream) |
| List date and time rescheduled   | Feb 13 / 8:30a-9a                                 |
| Is the rescheduled date the second home?   | No  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes   |
| Date Preempted   |   |
| Episode #  | Feb 12 / 2309R                                    |
| Reason for Preemption  | Sports  |

| Digital Core Program (12 of 20) | Response   |
|---------------------------------|--|
| Program Title                   | Doodlebops Rockin' Road Show (main programming stream) |
| Origination                     | Network  |



|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday 11:00am-11:30am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 7  |
| Total times<br>aired   | 8  |
| Number of<br>Preemptions   | 1  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 3 years to 8 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

#### Digital Preemption Programs #1

| Questions                                | Response   |
|--|--|
| Title of Program                         | Doodlebops Rockin' Road Show (main programming stream) |
| List date and time rescheduled           | Feb 20 8:00am-8:30a                                    |
| Is the rescheduled date the second home? | No   |

|  |                |
|--|----------------|
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes            |
| Date Preempted   |                |
| Episode #  | Feb 12 / 7309R |
| Reason for Preemption  | Sports         |

| Digital Core Program (13 of 20)  | Response  |
|--|---|
| Program Title  | Cubix (secondary programming stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 7:00am-7:30am  |
| Total times aired at regularly scheduled time  | 7   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 6 years to 11 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. |

|  |     |
|--|-----|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |
|--|-----|

| Digital Core Program (14 of 20)  | Response  |
|--|---|
| Program Title  | Cubix (secondary programming stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 7:30am-8:00am  |
| Total times aired at regularly scheduled time  | 7   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 6 years to 11 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. |

|  |     |
|--|-----|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |
|--|-----|

| Digital Core Program (15 of 20)  | Response  |
|--|---|
| Program Title  | Magi-Nation (secondary programming stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 7:00am-7:30am  |
| Total times aired at regularly scheduled time  | 6   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 7 years to 12 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. By focusing on the thrilling adventures of Tony, Edyn and Strag and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series. Among the lessons taught: critical thinking and creativity in decision-making; to act on what is ethically right even in the face of opposition; acceptance and appreciation of unique abilities and individual strengths; to overcome individual weaknesses; |

|  |     |
|--|-----|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |
|--|-----|

| Digital Core Program (16 of 20)  | Response  |
|--|---|
| Program Title  | Magi-Nation (secondary programming stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 7:30am-8:00am  |
| Total times aired at regularly scheduled time  | 6   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 7 years to 12 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. By focusing on the thrilling adventures of Tony, Edyn and Strag and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series. Among the lessons taught: critical thinking and creativity in decision-making; to act on what is ethically right even in the face of opposition; acceptance and appreciation of unique abilities and individual strengths; to overcome individual weaknesses; |

|  |     |
|--|-----|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |
|--|-----|

| Digital Core Program (17 of 20) Response   |   |
|--|---|
| Program Title  | Pets.TV (secondary programming stream)  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Sunday 7:00am-7:30am  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pets.TV exposes its target audience to learn about everything pets while relating pets to their lives and interests through professionals sharing their personal experiences of both unique and exotic animals. Information on how certain animals became pets, and their geographic origin are discussed. Each segment delivers a message that supports current social, intellectual and emotional aspects facing children 13 and above. Attributes and advice are also emphasized by guests that instill a grounded balance of priorities, commitment and perseverance children can apply to their lives. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (18 of 20) Response |  |
|--|--|
| Program Title                            | Pets.TV (secondary programming stream) |

|   |   |
|---|---|
| Origination   | Syndicated  |
| Days/Times<br>Program Regularly<br>Scheduled  | Sunday 7:30am-8:00am  |
| Total times aired<br>at regularly<br>scheduled time   | 13  |
| Total times aired   |   |
| Number of<br>Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |   |
| Number of<br>Preemptions<br>Rescheduled   |   |
| Length of Program   | 30 mins   |
| Age of Target<br>Child Audience   | 13 years to 16 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | Pets.TV exposes its target audience to learn about everything pets while relating pets to their lives and interests through professionals sharing their personal experiences of both unique and exotic animals. Information on how certain animals became pets, and their geographic origin are discussed. Each segment delivers a message that supports current social, intellectual and emotional aspects facing children 13 and above. Attributes and advice are also emphasized by guests that instill a grounded balance of priorities, commitment and perseverance children can apply to their lives. |
| Does the Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes   |

| Digital Core<br>Program (19 of 20)                  | Response   |
|---|--|
| Program Title                                       | Made in Hollywood (secondary programming stream) |
| Origination   | Syndicated                                       |
| Days/Times<br>Program Regularly<br>Scheduled        | Sunday 9:00am-9:30am                             |
| Total times aired at<br>regularly scheduled<br>time | 13   |
| Total times aired                                   |  |
| Number of<br>Preemptions                            | 0  |

|  |  |
|--|--|
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Made in Hollywood: Teen Edition addresses the young adults need to pursue a very sound education and explore career choices. the goals of this particular program is to provide for adolescent boys and girls an opportunity to explore and learn about the technical, artistic, creative, business and admin careers that are a part of the motion picture, TV, music video and home home entertainment industries as well as to learn about some of the skills, personal attributes, education required and strategies needed to enter these fields. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program<br>(20 of 20)                 |  | Response                                |
|--|--|---|
| Program Title                                      |  | Traveler (secondary programming stream) |
| Origination  |  | Syndicated                              |
| Days/Times Program Regularly Scheduled             |  | Sunday 9:30am-10:00am                   |
| Total times aired at regularly scheduled time      |  | 13                                      |
| Total times aired                                  |  |   |
| Number of Preemptions                              |  | 0                                       |
| Number of Preemptions for other than Breaking News |  |   |
| Number of Preemptions Rescheduled                  |  |   |
| Length of Program                                  |  | 30 mins                                 |
| Age of Target Child Audience                       |  | 13 years to 16 years                    |



|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Traveler provides an educational journey to significant destinations around the world. Children are being engaged and inspired as they see value in exploring new rich cultures and heritages. Some of the educational topics include: geography, history, social context and environment, arts and entertainment, types of government, interviews with political leaders, current modes of transport, indigenous culinary options, architecture, currency, national customs, national languages, trivia and travel tips. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

Non-Core  
Educational and  
Informational  
Programming (0)

**Sponsored Core  
Programming (0)**

Liaison Contact

| Question  | Response   |
|---|--|
| Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?   | Yes  |
| Name of children's programming liaison  | Les Vann   |
| Address   | 1906 Highland Avenue   |
| City  | Cincinnati   |
| State   | OH   |
| Zip   | 45219  |
| Telephone Number  | 513-763-5400   |
| Email Address   | lvann@local12.com  |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. | WKRC-TV conducts weekly tours of its facilities for school age children, Cub Scouts and Brownie troops in addition to a significant commitment across all broadcast platforms to scheduling public service announcements concerning a wide variety of issues affecting children ages 5-16. |

Other Matters (12)

| Other Matters (1 of 12)  | Response  |
|--|---|
| Program Title  | BUSYTOWN MYSTERIES - I (main program steam)   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 10:00am-10:30am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 3 years to 7 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters (2 of 12)                       | Response                                     |
|---|--|
| Program Title                                 | BUSYTOWN MYSTERIES - II (main program steam) |
| Origination                                   | Network                                      |
| Days/Times Program Regularly Scheduled        | Saturday 10:30am-11:00am                     |
| Total times aired at regularly scheduled time | 13   |
| Length of Program                             | 30 mins                                      |
| Age of Target Child Audience from             | 3 years to 7 years                           |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
|--|---|

| Other Matters (3 of 12)  | Response   |
|--|--|
| Program Title  | DOODLEBOPS ROCKIN' ROAD SHOW (main program steam)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday 11:00am-11:30am   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 3 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters (4 of 12)                | Response                    |
|--|-----------------------------|
| Program Title                          | TROLLZ (main program steam) |
| Origination                            | Network                     |
| Days/Times Program Regularly Scheduled | Saturday 11:30am-12:00pm    |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 8 years to 12 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | TROLLZ is an animated series about five teenage girls growing up in a magic and colorful world, who live by the credo B.F.F.L. - Best Friends for Life. The magic in their lives is interwoven into real-world type experiences through which they learn to engage in problem solving, creative thinking, and cooperative strategy skills. The series also provides an opportunity for the five girls to learn how to cope with some of the social and emotional issues of self-esteem relating to physical features and other personal attributes, emerging friendships and peer-group relationships, and other experiences found in Trollzopolis. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters (5 of 12)  | Response  |
|--|---|
| Program Title  | HORSELAND - I (main program steam)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday 7:00am-7:30am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 9 years to 11 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters (6 of 12)  | Response  |
|--|---|
| Program Title  | HORSELAND - II (main program steam)   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday 7:30am-8:00am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 9 years to 11 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters (7 of 12)                       | Response                               |
|---|--|
| Program Title                                 | Magi-Nation (secondary program stream) |
| Origination                                   | Network                                |
| Days/Times Program Regularly Scheduled        | Saturday 7:00a-7:30a                   |
| Total times aired at regularly scheduled time | 13                                     |
| Length of Program                             | 30 mins                                |
| Age of Target Child Audience from             | 7 years to 12 years                    |



|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. By focusing on the thrilling adventures of Tony, Edyn and Strag and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series. Among the lessons taught: critical thinking and creativity in decision-making; to act on what is ethically right even in the face of opposition; acceptance and appreciation of unique abilities and individual strengths; to overcome individual weaknesses; |
|--|---|

| Other Matters (8 of 12)  | Response  |
|--|---|
| Program Title  | Magi-Nation (secondary program stre   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 7:30a-8:00a  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 7 years to 12 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. By focusing on the thrilling adventures of Tony, Edyn and Strag and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series. Among the lessons taught: critical thinking and creativity in decision-making; to act on what is ethically right even in the face of opposition; acceptance and appreciation of unique abilities and individual strengths; to overcome individual weaknesses; |

| Other Matters (9 of 12)                | Response                           |
|--|------------------------------------|
| Program Title                          | Pets TV (secondary Program stream) |
| Origination                            | Syndicated                         |
| Days/Times Program Regularly Scheduled | Sunday 7:00am-7:30am               |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pets.TV exposes its target audience to learn about everything pets while relating pets to their lives and interests through professionals sharing their personal experiences of both unique and exotic animals. Information on how certain animals became pets, and their geographic origin are discussed. Each segment delivers a message that supports current social, intellectual and emotional aspects facing children 13 and above. Attributes and advice are also emphasized by guests that instill a grounded balance of priorities, commitment and perseverance children can apply to their lives. |

| Other Matters (10 of 12)   | Response  |
|--|---|
| Program Title  | Pets TV (secondary Program stream)  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Sunday 7:30am - 8:00am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pets.TV exposes its target audience to learn about everything pets while relating pets to their lives and interests through professionals sharing their personal experiences of both unique and exotic animals. Information on how certain animals became pets, and their geographic origin are discussed. Each segment delivers a message that supports current social, intellectual and emotional aspects facing children 13 and above. Attributes and advice are also emphasized by guests that instill a grounded balance of priorities, commitment and perseverance children can apply to their lives. |

| Other Matters (11 of 12)                      | Response                                     |
|---|--|
| Program Title                                 | Made in Hollywood (secondary program stream) |
| Origination                                   | Syndicated                                   |
| Days/Times Program Regularly Scheduled        | Sunday 9:00am-9:30am                         |
| Total times aired at regularly scheduled time | 13   |
| Length of Program                             | 30 mins                                      |

|  |  |
|--|--|
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Made in Hollywood: Teen Edition addresses the young adults need to pursue a very sound education and explore career choices. the goals of this particular program is to provide for adolescent boys and girls an opportunity to explore and learn about the technical, artistic, creative, business and admin careers that are a part of the motion picture, TV, music video and home home entertainment industries as well as to learn about some of the skills, personal attributes, education required and strategies needed to enter these fields. |
| <b>Other Matters (12 of 12)</b>  |  |
| Program Title  | Traveler (secondary program stream)  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | Sunday 9:30a-10:00am   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Traveler provides an educational journey to significant destinations around the world. Children are being engaged and inspired as they see value in exploring new rich cultures and heritages. Some of the educational topics include: geography, history, social context and environment, arts and entertainment, types of government, interviews with political leaders, current modes of transport, indigenous culinary options, architecture, currency, national customs, national languages, trivia and travel tips.                              |

Certification

| Question   | Response  |
|--|---|
| <p>The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.</p> <p><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p> |   |
| <p>I certify that this application includes all required and relevant attachments.</p>   |   |
| <p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>  | <p><b>Newport<br/>Television<br/>Licensee<br/>LLC</b></p> |

**Attachments**

No Attachments.